

AUSTRALIAN

REALMS

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- **The White Rose**
— *AD & D Scenario.*
- **Gamma World**
— *An Australian Setting.*
- **Crime File**
— *Champions article.*

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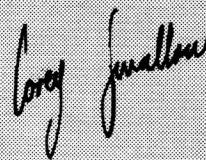
Welcome to the first issue of Australian Realms. This, the first Australian magazine on roleplaying, hopes that we live up to your expectations.

If you would care to submit any articles, fiction, or artwork, we would be happy to consider it for publication.

If we do publish it, we will pay you for it, upon publication it becomes property of the publisher.

But back to this issue, which features a scenario for AD & D and the first half of an article dealing with Australia in the Gamma World game.

Read and enjoy.



Corey Swallow

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STAR WARS The Role Playing Game

By West End Games.
\$35.00

I have been dreading the day that this would happen, the release of yet another game based on a movie, ensnaring it instantly, caught in stereotype. Most games based on books or movies I would expect to elaborate on background, thus escaping as best as can be done the stereotyped scenario. But Star Wars is different, it doesn't flesh out the environment so as to weaken the prospect of predictable sessions. On the contrary, it pushes you straight into the movie, this is done with such strength that it's actually refreshing. An example of this approach is if you choose to be a Smuggler (one of the twenty four choices). Soon as you choose you receive, among other things, a twenty five thousand credit debt to a crime boss, possibly a Wookiee co-pilot and your quote is "I don't have the money with me."

Character creation in the Star Wars RPG is very simple, you merely choose one of the twenty four classes, you then copy out the information from the book. The whole process of obtaining a complete character, once the choice is made

about class, takes around five minutes. In all only around thirty pages are for players, the rest being for the GM.

Combat and Skills are done in a way that seems to constantly remind you of another system, though the system can't be placed. All in all it's quite well done, the modifications due to careful aim and movement I especially liked, they were realistic and simple to apply.

Overall the game is good and sound, it is very simple and reminded me a bit of Star Frontiers. The main problems with the system being a lack of detail, for indepth information on equipment, space craft and weaponry can only be found in the Star Wars Sourcebook (\$30.00). This is irritating but can be done without. I can see the game being a novelty and not really sustaining itself, unless there is lots of support material (in particular modules and background),

Evaluation: 7.

DRAGONLANCE ADVENTURES

by TSR
\$20.00

Just before this new hardcover's release I had just finished reading the two trilogies, I loved the novels and when it arrived I had second thoughts about DRAGONLANCE ADVENTURES.

The new magic and clerical systems were wonderful, but apart from a few other sections (races and classes), I thought they could have made it markedly better. Eventually what we did, was use the races (except for Kender), the magical and clerical rules and the alignment system in our FORGOTTEN REALMS campaign.

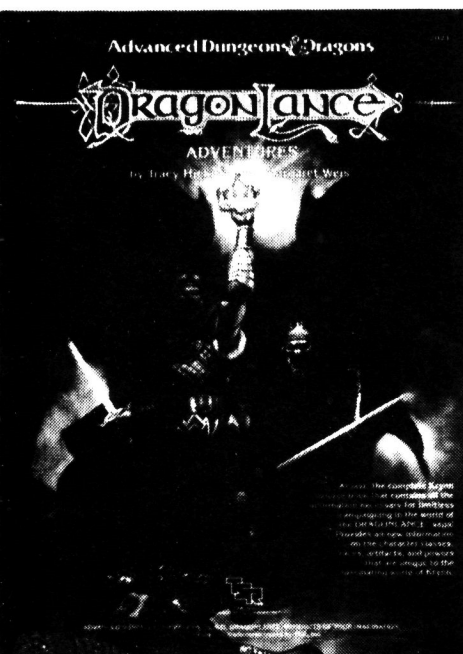
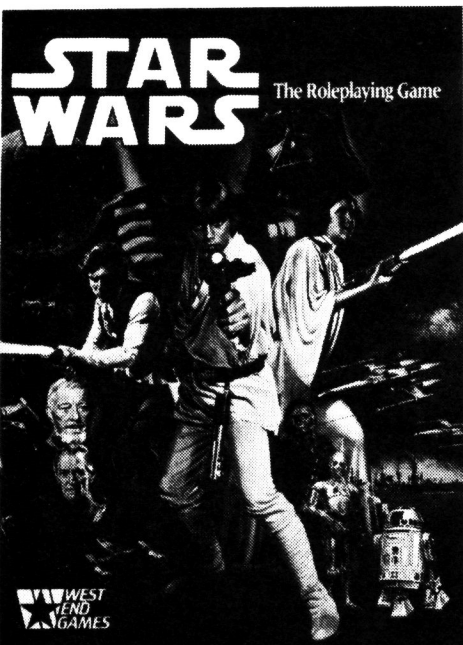
From what I've said so far, those of you with DRAGONLANCE ADVENTURES are probably thinking I don't know what I'm talking about. But to truthfully straighten things out, I must now say that a few months after I got my copy (with a month of not playing AD&D) I found myself picking up the book continually. Now, it must be my fa-

vourite AD&D book, it can be used with the Players Handbook and the Dungeon Masters guide for a solely Dragonlance campaign. But to use it in your own Campaign, ignoring the facts that a lot of it is unique to Krynn is incredible. With the book using several ideas from the second edition of AD&D, coupled with it really fleshing out the magic and clerical system the book is worth a decent look if not a purchase.

Overall the book has it's good points, being the new races, classes, alignment, magic, clerical systems and the new monsters. But it comes complete with one bad point, I don't see why they waste pages on NPC's from the novels.

Evaluation: 8.5

Reviewed by C. Taber



The Dark Knights

The Horrors of Krynn



This article was written with Krynn in mind but can be easily transferred to any other campaign world. The Dark Knights are a group of undead and evil humans. They act as an order of knighthood, meaning they respect codes of honour. The Order of the Night or simply Dark Knights consist of one hundred skeleton foot men, thirteen evil cavaliers, six anti-paladins (evil paladins) and are lead by a Death Knight. The Death Knight has a gem which it uses to control it's legions. If the gem is shattered he instantly loses control over his order. By this time some of the cavaliers and anti-paladins will remain evil while 1d12 cavaliers and 1d4 anti-paladins will revert to their original good alignment. If the gem is shattered it will result in the one

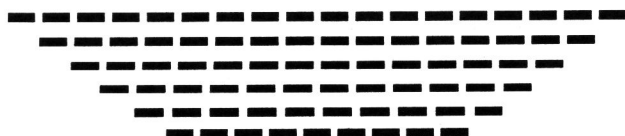
hundred skeletons returning to their original form of good fighters, each having to succeed a system shock survival roll after the transformation (treat as con. 14). Two of the anti-paladins have limited clerical ability, being able to cast two first level and one second level spell each. All the anti-paladins have a lay on hands ability, but instead of giving hit points they drain them. All the anti-paladins, except the two with clerical spells, drain eight hit points each, this can only be done once a day. The two with clerical abilities can take as much as twenty two hit points away with their lay on hands ability, this of course can be done only once a day. If your campaign is based in Krynn the Dark Knights will be constantly harassing, raiding and warring with the

Knights of Solamnia. If your campaign is set in the Forgotten Realms or your own world, the Dark Knights will be harassing the enforcers of law and order. The basic aim of the knights is to corrupt as many people as possible, swelling their ranks with undead and with this spectral force to build a small nation. This nation would once established, build the gate temple, this temple's sole purpose is to with the aid of the death knights' gem, open a pathway for the evil god they worship (The god for Krynn is Sargonnas).

The Death Knight leader is called Tharackian, only his anti-paladins know this. Tharackian can cause any attackers to be turned into skeletons, when an attacker becomes unconscious the gem of Tharackian controls the transformation. Those who die before any state of unconsciousness is reached will arise transformed and with no chance at all of being returned to human status. For any character to be transformed automatically by the gem, they must be good or neutral, evil characters can be transformed but this has to be done on a direct order from Tharackian. The gem will attempt to transform the unconscious repeatedly, until successful. The only hope for a character is to keep succeeding saving throws against spell, which all victims must roll for. The gem has a range of influence, which the intended victims must be in to be transformed, it is a radius of fifty yards. The Death Knight Tharackian will be banished, as well as his power over his troops smashed, if his name is said aloud by a good cleric while the gem is shattered by the cleric's own hand. At the moment Tharackian holds only the territory of two connected valleys, he needs much more land and followers before the gate temple can be built. It is generally thought that in several more decades he may be able to commence building the temple, which will take a decade to build.

Also in this issue of Australian Realms is a scenario which has more than one connection to this article, the two should be used together.

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Australia - Gamma Style

Australia in the Gamma World 3rd edition



Australia in the twenty sixth century? The answer to anyone could be anything, but for Gamma World the answer (with the aid of speculation) is incredibly clear.

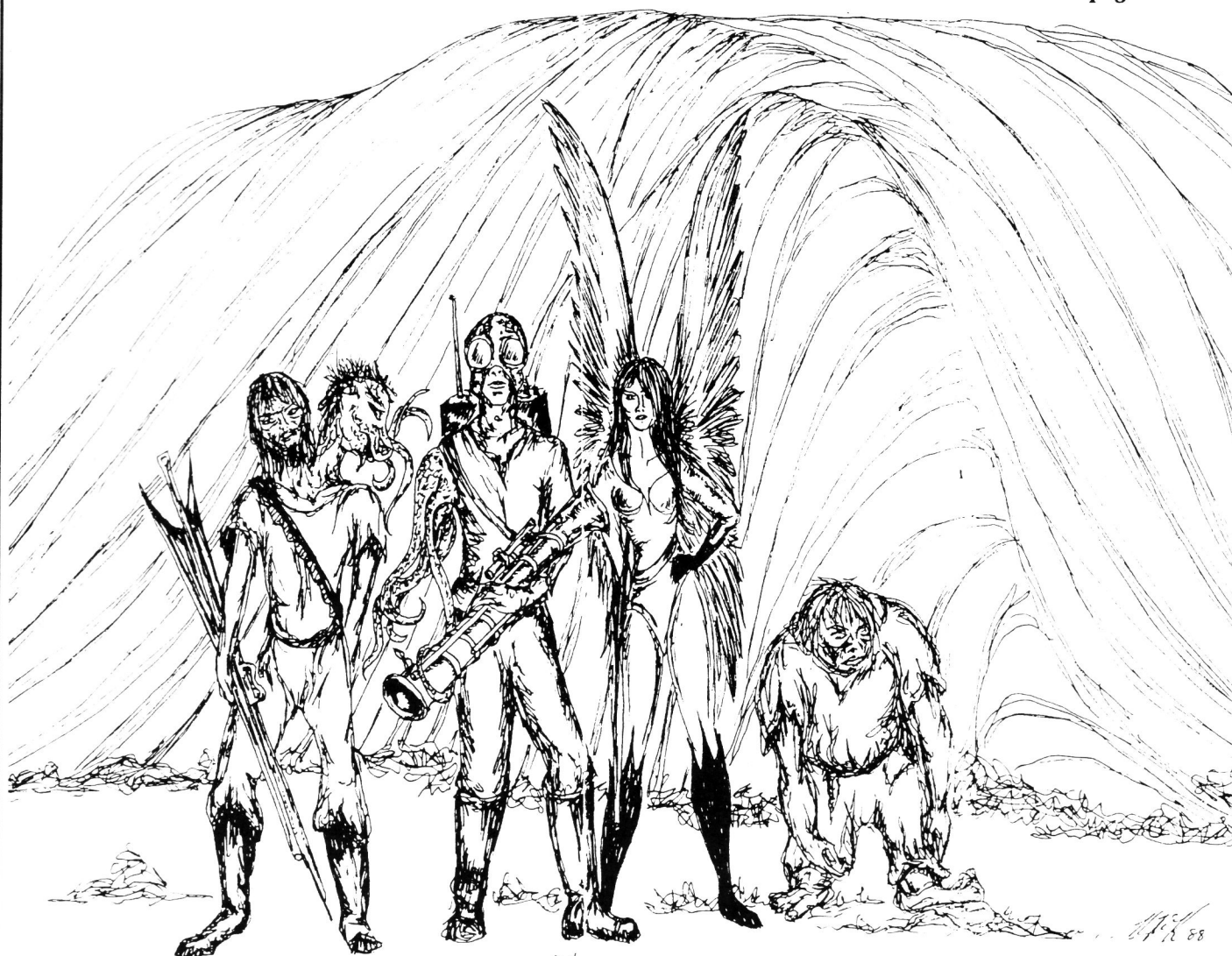
As shown in Gamma 3 the nations of the world were banding together to form super nations. These super nations no doubt centering around North America, Western Europe, The Warsaw Pact, Eastern Asia (Japan-Korea-China), Northern Africa and finally a diplomatically neutral but democratic Oceania. Of all these nations one was of less significance than the others, it had only one hundred and fifty million citizens, it's only worth being it's min-

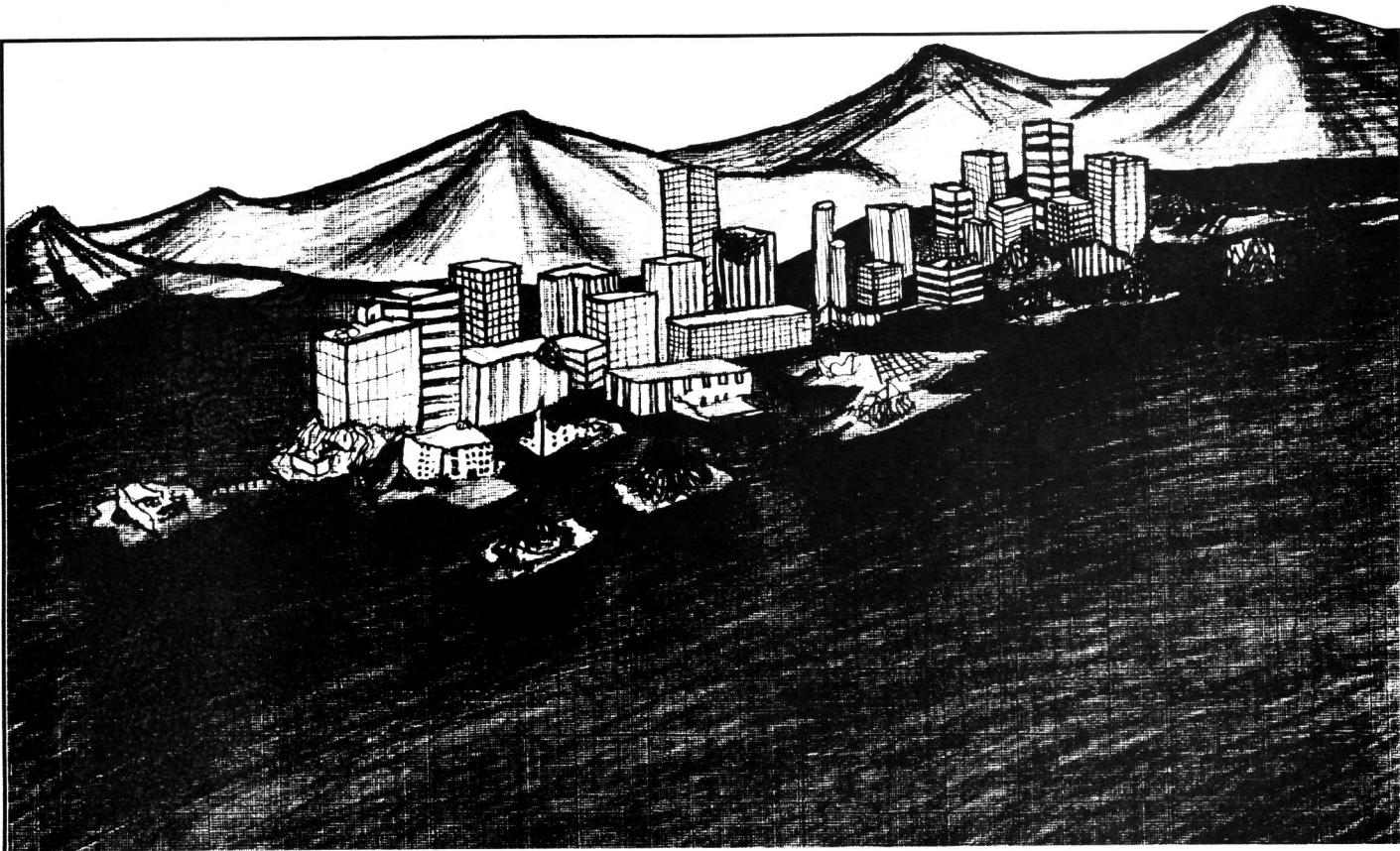
erals. This nation was of course Oceania, the amalgamation of small Pacific nations, Australia, New Zealand and Papua Guinea. Australia at that time had eight States, the new editions being Northern Australia with Darwin as capital and a new state being formed out of Arnhem land. This state was populated by mainly aborigines and was thought of as the best answer to the land rights question.

The republic of Oceania was formalised in it's capital of Canberra during the year 2222AD, a century before the week of war would level the world. After a rough start with

several scandals that threaten to rip apart the republic, things began to move smoothly, and in the years following 2250, citizens throughout Oceania enjoyed tech level IV lifestyles. Oceania continued to grow quickly, but unfortunately was denied a chance by the rest of humanity to attain it's peak. In 2322AD the world's true super nations rose against one another. The allies and friends of these nations supported each other. The cost to the world was a week of war that raged across the surface with nuclear and biological weapons, causing the deaths of billions and mowing down every major city on the planet.

• *Continued next page*





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Oceania was lucky, it's citizens were also aware of this. Knowing that they were quite likely the only humans left alive on the Earth they started to rebuild, regretting that their policy of neutrality in the past had not spared them this fate.

The rebuilding was relatively quick at first, then new horrors came upon the Earth. The survivors watched as their land, plants, seas, animals and their new born children changed, affected by the weaponry of the past. Most remaining communities accepted the mutants because of the gradual changes. But the pure strains in some parts banded together to form religious alliances. They became known as 'the crusaders' and it was their task to clear the new land of the mutants. Their name and quest taken from what was thought to be a book of prophecy of the ancients.

At this time, a century after the week of war, life had returned to as close as normal as possible, most towns and communities being of tech level II. But now well over a dozen decades after the war several cities exist at tech level III and rumours abound of two cities of wonders (tech level IV). At the same time as relative peace descends upon the land, the Crusaders are being stirred again, after their cause's long rest of almost a century. Nations are: also beginning to form, the four known are the Arnhem Kingdom; the Golden Empire; the

Australian Republic and Kalgoorlie. All of Australia is not prospering though, as famine and plague continue to run through the south eastern corner where the deadlands stretch for miles.

Australia's population is around seven hundred thousand, of which one hundred thousand live in and around Oodnadatta. Two hundred thousand live in the four nations, another two hundred thousand live in cities on the Torrens Sea and the rest of the population is spread around the continent.

Recently several disturbing petty hates have sprung into war between several cities and nations. The three largest conflicts at the moment are between the Golden Empire and a community of androids who dwell at the Cape York spaceport. We assume the war is for the spaceport itself. The second conflict is for the oil rigs in Bass Strait, the cities of Launceston and Railton are fighting the inhabitants of the artificial cities of the ancients, for the rigs that mine oil, which can be used to generate electricity. The third conflict and probably most violent is between the Australian Republic and Kalgoorlie.

Both nations jointly searched for an ammo dump, when found they split the weaponry, now years later they are warring over trade and territory. Both sides have fired surface missiles at each other's towns, doing large amounts of damage. At the moment a delicate stalemate is in play.

National Profiles

Kingdom of Arnhem - This monarchy has a 85% aboriginal population and an aboriginal king. It covers the entire island of Arnhem and has a population of 23,000, of which 50% are pure strains. The society is of tech level II and it's capital is Katherine, which due to the rise of the sea level is now a port.

The Golden Empire - This nation is a military dictatorship and controls what was left untouched by the war along the coastline, stretching from north of Brisbane to south of the Gold Coast. The Gold Coast escaped the war and acts as the capital, while Brisbane was levelled and is now almost entirely submerged. The Golden Empire has a population of 88,000, it's citizens are pure strains, humanoids and mutant animals and plants. The Empire is at tech level III, it's capital in parts is tech IV. The capital can only be reached by boat, it being a group of partly submerged buildings of the ancients.

These buildings are the hotels and office towers of the Gold Coast. The new sea level causes the first ten floors to be submerged, any buildings that have any portion above the surface are used by civilians or government. All buildings used are joined by wooden walkways so travel in the city is easy. In the centre of the city is a harbour which is sheltered from the sea by the buildings and walkways.

• *Continued next page.*

Australia in the Gamma World 3rd edition



• From previous page.

This Venice style city, besides the obvious inconveniences, has such assets as good fishing and the best natural defences in Australia. These are the main reasons why the city and its 28,000 citizens will remain for years to come.

The Australian Republic - This nation spans the south west of Western Australia, it has a communist style government. It appears to be successful as a nation, bringing order out of chaos. It has an estimated population of 30,000, the majority being pure strains and humanoids. It is divided into two provinces, each having its own capital, the capitals are New Bunbury and Mt Barker. The capital of the nation is New Bunbury. Its tech level is II for its citizens, but in the capitals and its particular in the government buildings the tech level is at III.

Kalgoorlie - This is the only democratic nation in Australia, it is run by an elected council which oversee and organise the nation. Once just an untouched town, it grew into a city as refugees fled from the west coast, it then became a city state and eventually expanded into the nation it is today. One of the most valuable commodities to it is water, with the change in the climate, and the rising of the sea level, Kalgoorlie receives much more rainfall, but it still cannot afford waste. Kalgoorlie's pride is a ground water purification plant, built by today's citizens, using their own technology and not the ancients. This plant supplies 50% of the city's water. The nation has a population of 59,000, which are a mix of all possible races. The society is generally tech level III, but in some parts of the capital (Kalgoorlie) science plants that work on mainly better water distillation are tech level IV.

Over the past century the sea level has risen, this is a combination of many factors, though none are known for certain. The main theory is that at the Earth's poles the ice caps are melting due to something the ancients called the "greenhouse effect". In any case Australia's coastline has changed, and most coastal cities have been submerged. The most noticeable change is that lake Eyre and Torrens were flooded by the rising Southern Ocean, this created a large inlet called

the Torrens Sea. Spread across the new seas shores are many new cities, far away from the reminders of the ancients, these cities have formed the foundations for a new civilisation in Australia. There are no nations on the Torrens Sea, but there are many city states, and alliances between them are common. This has created a very peaceful and prosperous area. The only threat to this harmony is the crusaders, but they have been kept at bay and are yet to gain a foothold on the sea shore.

Nuked Cities: The following cities and installations were destroyed by nuclear weapons, they are clear of large populations.

Canberra	Sydney
Melbourne	Brisbane
Perth	Adelaide
Darwin	Townsville
Toowoomba	Woolongong
Geelong	Newcastle
North West Cape	Pine Gap

Major Cities: The major cities that exist when your campaign is set are listed below with tech levels.

Wyndam	III	Katherine	II
Cloncurry	II	Isa	III*
Tennant	II	Alice City	II
Newman	II	Tom Price	III
Paraburdoo	III	Pannawonica	III
Kalgoorlie	III/IV	Mullewa	II
Northam	II	New Bunbury	II/III
Gibson	II	Mt Barker	II/III
Cairns	II	Ayr	II
Gold Coast	III/IV	Ipswich	III
Eyre	II	Oodnadatta	IV
Edwards	II	Woomera	III
Iron Knob	III	Wilmington	III
Broken Hill	IV	Sea City	II
Mildura	II	Ballarat	II
Griffith	II	Hobart	II
Launceston	II	Railton	II

* Isa is a city of Crusaders.

The average tech level is II/III.

Next issue will include part II of Australia Gamma style. It will include information on local cryptics, a colour map of Australia, showing the new coastlines and vegetation. Also included will be a more in-depth look at the cities of the Torrens Sea.

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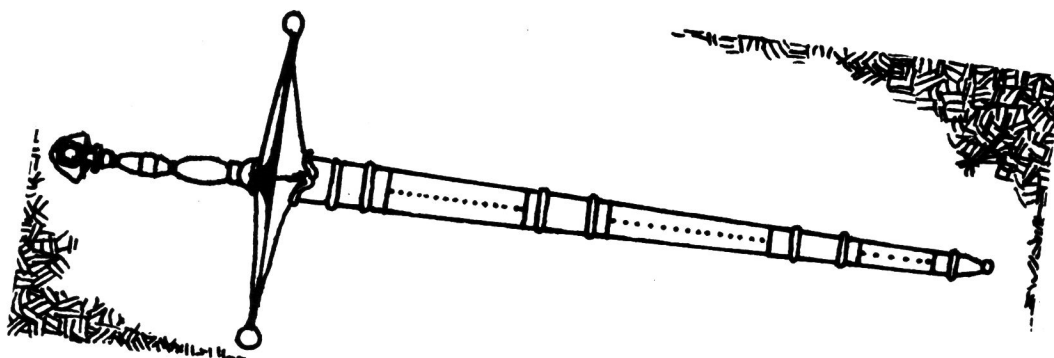
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The White Rose

A scenario for Good AD & D characters of levels 6-8.

A warning to DM's that this scenario is presented in a very different style to that of normal modules -Ed.

By Mark Hendley

Planned Encounters.

For this encounter there are two descriptions. The first should be read to only those who fail a saving throw vs spells (at -6). Note that females in the party need not roll they automatically succeed.

The chill morning breeze shifts lazily about your party as saddles are packed and fires quenched. You tighten the girth of your saddle and begin the motion to clamber upwards, onto the magnificent steed. Before your foot touches stirrup, however, you hold-fast. A voice so clear that the morning would speed its arrival to listen, drifts joyously from the shadows of the forest. It caresses you with its golden melody and gives you an inner peace that warms your soul. Then, as the voice rises to a majesty of tones, the forest canopy above you parts. Early sunlight pours downward, banishing shadows and revealing to you a form so perfect that all sense of time departs as you stare, helplessly awed by her radiance. A white rose entwines itself in the gentle curls of her auburn hair. Its colour seeming blackened when compared to the whiteness of her sleek silken skin. Shadowy curves loosely flow onto the translucent light green robe that flutters gracefully in the subtle breeze. And that FACE! Loose strands of hair lightly brushing against her rosy cheeks, gently mocking your desires.

This second description should be read only to those who did not fail the above mentioned saving throw.

Your senses suddenly reel as a wave of gooseflesh creeps along your spine. Reflexes take command and you are on your feet; ears straining to hear the slightest movement. There you realise is your greatest worry, for no sound can be heard. The forest is painfully silent. Then, barely audible, you hear it. Singing, unearthly in its beauty reaches out, struggling to be heard. Slowly it increases until the very air around you is alive with its sound. Only now do you realise its



hidden power, hopefully you are not to late as you tighten your hands into fists and focus on the pain. You struggle to keep the sound away and then as you fear you are lost to the charm it stops. The wood returns to its morning chatter as you breathe...heavy in sweat, shaking ever so slightly. The danger you know is not over yet as your friends may have failed and fallen under the spell of the songstress. Finally she is revealed. Sunlight striking away the shadows where she stood. Her beauty is without doubt of unearthly origin. For a brief moment no one moves then she raises her hand: you prepare to dodge but nothing happens. Then her pearl white lips part and she speaks. "I am sorry for my apparent hostility but I assure you I mean no harm. I had to be sure you would listen to me for my need is dire indeed. I am the Hamadryad of this forest. I am its guardian...its Queen."

Then she pauses for a moment as though to take a breath. She looks up and only now do you notice her eyes. They appear foreign as if they should not belong to one of such beauty. Windows to a soul full of sorrow and painful illness. "Please...help me", she stumbles, regains her composure, then continues. "My Heartwood is dying, being drained of life by the despoilers minions of evil. If successful they will destroy this enchanted wood. With that powerful magic gone he would then enter and regain his gem...stop him please. Do not fail for if you do he shall rise as a tide of darkness over the free lands and his rule will destroy hope forever. Capture his gem and use it to destroy him. Travel this path. Run its course and do not stop!" She then feints into dark and unseen nightmares. The wind rises swiftly to a fury and then dies as suddenly. The dust at your feet settles, the gentle breeze returns and to the north-west, a sunlit, dusty, pathway travels a twisted course between oak and willow. Into the forest beyond.

Inform the charmed party members the charm breaks as she passes into unconsciousness. What happens next is up to them! Note: the horses cannot fit on the path.

The Clearing.

After almost an hours travel the path is still swinging side to side, through the shadows ahead. Suddenly, without warning, the greenery above gives way to the blue of the sky. Before you is a small rectangular clearing: seventy feet, left to right, and forty feet across. Running its length, down the centre, is a dark brooding brook that emits a vile stench. So foul is the smell that you choke. This place is evil, drenched with a morbid feeling of dread. Although in full view of sunlight it feels darker than the dimmest night. Yes...this place is evil. Even the path feels blackened as it continues into the clearing, towards the brook.

• Continued next page.

• From previous page.

If anyone approaches the brook then read the following passage to them.

You reach the brook to find an oozing sludge of blackness, crawling along its bed: slow bubbles forming on its surface. Some bursting solemnly amidst the bits of scattered carrion: Not floating in the sludge so much as laying on top of it. The pathway continues from the other side of the mass, a scant group of stepping stones breaching the gap. Your attention, however, is not drawn to any of these things. Rather it focuses upon the source of the stench. A rotting carcass, its fore-quarters hidden in the murky fluid. You eye it for a moment and, as years of experience warned, it slowly rises from its resting place. At full height now it is a fearsome beast. Its hind-quarters, rotting flesh, and its fore-quarters clean, seemingly polished, ivory. Now you realise, action must be swift.

The creature is undead. For purposes of turning treat as a Mummy. Do not forget that it is not on the path (special notes 1 & 2).

MONSTER:

Undeath Minion (AC 0;MV 12";HD 8+1;hp 50;#AT 3;Dmg 1-8/1-8/2-12;AL NE;SA see below;SD see below).

Special Attacks: Any time it successfully bites (2-12) it emits the foul tar-like substance. Save vs poison. Success means half damage. Failure means full damage (4d6). Note it is a weaker form of brook sludge. Also when combat is first entered each character must save vs poison (stench). Failure means nauseated: -4 to hit and +4 to AC.

Special Defences: Each time a weapon strikes the creature a saving throw must be made vs acid. This is a 7 for metal, 9 for wood. Treat as only the part of the weapon that made contact. Also add any magical bonus to the roll.

Any combat will delay the party as in Special Note C.

Crossing the Brook: There are five stepping stones. Each one except the first is very slippery, though this is not obvious without checking. When a character steps on one the character must make a dexterity check or fall into the sludge. Besides the effects listed in special note 2 any character takes 1d6 damage for each round in

contact with the sludge, not including the first. It takes three rounds to get out of the brook. If the party takes at least moderate precautions then allow them to get across without rolling but it will cost them fifteen minutes of time. They can also jump. It is seven feet across. See WSG pg 39 or DSG 17 for jumping distances.

If they jump it will delay them ten rounds. Also note that the paths protection does not extend to the stepping stones. The Undeath minion knows this. Also feel free to extend or reduce the time wasted as either reward or punishment for dawdling.

The Anti-Paladin Sir Yrians.

You must be about half an hour away now. The path has begun to dwindle and you push yourself harder to drag in the minutes. The path has been your only link to remaining on course...ten minutes ago a swirling fog moved in. It shifts the dark misshapen trees about you in eerie mys-

tery. Yet you push onward. Suddenly the mists part and on the path ahead of you is an armoured man, standing with a great two-handed blade tightly grasped with its point piercing the ground. He speaks.

"In the name of the Unholy Ones I challenge your greatest to a fight to the death."

Then he waits...sullen: you sense he is smiling beyond that dark visor.

The path here is only wide enough for one character at a time. The warrior is Talvins second. He is on guard.

Note: the path here has a breach in it, he stand in it. That is he is not on the path for this he cannot do.

MONSTER:

Anti-Paladin {Sir Yrians}(AC - 2;MV 9";hp 44;#AT 3/2;Dmg 7-16;AL CE;SA & SD see "Dark Knights" article).

* Continued page 13.



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• From page 11.

Note: The sword is Kringar a CE Bloodblade. It is +3 and wields as a long sword. That is why he has 3/2. Total to hit is +6. Three for sword, two for strength and one for weapon of choice. Any good characters who attempt to pick it up takes 8d6 damage. Any neutral character can wield it but will have to save vs spells each battle he/she uses it in or change alignment to CE.

The Root of the Problem.

If the party makes it to the end of the path in time then read this passage to them:

You revel in the knowledge that the trip has been swift. The challenge you fear is yet to be met, however; You now stand at the roots of a gigantic tree which lays, fallen, pointing away from you. Its roots are exposed and some rest in a pool of sludge similar to that in the brook.

If the Hama-Dryad is with the party then read the following:

Wearily the fair maiden you have carried with you stirs. Her eyes only half open speak of death. Her once gentle lips, now chafed, part. A whisper escapes.

"Go now...travel within. Destroy the Gem."

Her hand motions languidly and you see a glowing door appear on the tree. It silently swings open and you see a passage that defies external dimensions.

Then when, if, they enter:

The door closes behind you as quietly as it opened. You traverse the passage in strange time, one step to thirty. The next thing you know is you are inside a rocky structure. If you assume you are facing north then the huge area narrows to the north-west and widens to the south. Noise comes from the south.

If they have not brought the Hama-Dryad with them then they must find a way in. If they look around the tree read the next passage:

You round the tree to meet a strange sight. Before you rise a set of three very large boulders. The lowest is closest with the next highest behind it to the right and the tallest to both the west and north-west of it. You are facing north. The tree lays along the gap between the smallest and the largest and ends resting upon the second largest. You see a door set into the gap



under the tree. At the base of the largest is a pool of sludge. It is being formed from a flow over the edge of the rock from above. The brook begins there. You sight a wooden door ahead: leading into the structure.

SPECIAL NOTES.

1> Off the beaten path: The path has several unique features. Read the following several times through to make sure you are absolutely familiar with it all.

A. Protective Nature.

No character who is on the path can be attacked by the forest's evil denizens. The path creates a protective field about itself to this end. The creatures affected by it will be denoted with an asterisk after the name. As soon as any character steps from the path they become free game for any creatures that happen by.

B. Restrictive Nature.

The above mentioned "protective" field works both ways. That is: any character on the path cannot attack creatures that are off the path. However, the party is not restricted in regard to stepping on to or off of the path. Creatures are restricted in that they will never be found, on the path, nor can they step onto it. Note that if a character steps off the path to attack a creature he/she can also be attacked. Also, just because a creature cannot attack does not mean it cannot threaten, in an attempt to taunt characters to step off to attack (and be attacked). There is a weak spot in the path. Sir Yrians is there.

C. Duration.

The path, being created by the Hama-Dryad, has a limited duration. As she weakens so the path slowly fades. It will last for only three hours. The party will take two hours and twenty minutes if they run. The nature of the path will prevent any fatigue accruing for the running.

It will also give the entire party a movement rate of 12" and all encumbrance will have no effect. The characters will notice these effects after five rounds of such activity. Any delays add to the travel time thusly:

1 round combat 4 rounds lost time.
1 round walking 3 rounds lost time.
1 round resting 10 rounds lost time.

D. Encounters.

While on the path, encounters will occur on a 1 in 6, rolled every five rounds. Use the table marked "ON THE PATH". While off the path roll every round using the "OFF THE PATH" table (still only 1 in 6 chance). The high ratios represent the gathering of evil around the goodness of the path in an attempt to destroy it. If the party travels deeply into the forest while not on the path they will almost certainly fail. Remember, the deeper they delve the nastier things get. Start by increasing the frequency of encounters. They should then get the message.

E. Forest Creatures.

This point covers the creatures of the forest that are not inherently evil. They are not affected by the paths field. That is, they can attack and be attacked, with the path protecting neither the characters or the creatures. If the party has the foresight, brains?, to carry the Hama-Dryad, with them they will be rewarded. In such company no forest creature will attack the party. The creatures will instead form a procession that will travel along with the party. For every ten such peaceful creatures the party will lose five rounds of time due to the crowding.

• Continued next page.



• From previous page.

2> The Sludge "Poison": The black tar-like sludge in the brook is the waste resulting from the despoilers lair. The Hama-Dryads tree is slowly having its life blood drained but to hasten the process, it is then manufactured into a poison. This poison is fed back to the tree. The leftovers drain away forming the brook and thereby corrupting the forest as well. The effects of contact are as follows:

The body part in question is stained darkest black. An immediate saving throw must be made vs poison. Failure causing 12d6 damage. Success means no damage (yet).

Three days after the contact the being in question will become violently ill. The staining will disappear but a slow acid will begin work in its place. Death will occur within 4d6 hours unless a cure disease spell is cast.

Anyone killed by the sludge will rise from the dead about one week later. They are then an Undeath Minion, retaining all their former abilities and gaining HD of 8+1, three natural attacks (inc damage) and a natural AC of 0.

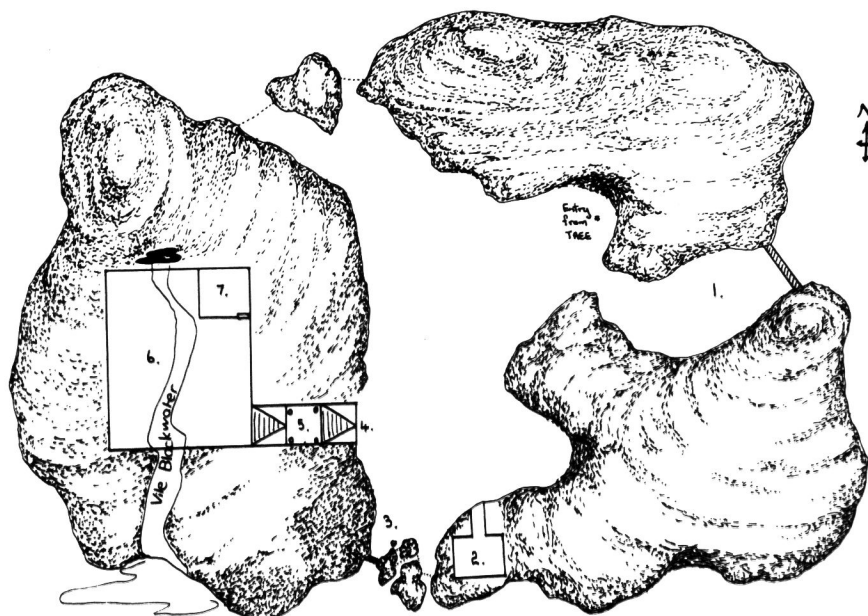
The special abilities are gained but it takes an extra week for them to mature. The sludge does not affect Undeath Minions. Only the "Gem" is aware of the effects of the sludge upon life.

3> The "GEMS" true motives.

Lady Irelva is the wife of the Death Knight, Tharackian. She is the GEM spoken of throughout the scenario. The right-hand man of Tharackian, Talvid the Anti-Paladin, is guarding her while she sees to the destruction of the forest.

This destruction must occur to remove the enchantment that is prison to Irelva. There is one other way she can be freed, however. She alone knows of it and wishes to use it. She grows impatient at the slowness of the poisoning. The forces of good imprisoned her and therefore if the forces of good rescue her she is free. When the party find her she will thank them graciously for her deliverance. She will be princess Elidia to the party and tells them she knows of the GEMS location.

With the party she will travel out of the forest, with no encounters. If this does not make the party suspicious then stupidity comes in sets. Once



free of the forest she will wait until the first night. She will make grateful advances upon one of the male party members: probably one already awake. Then she will attack.

If she charms the character she will then drain him of blood, turning him into a vampire. If she fails she will teleport away, her mocking laughter filling the air. Note that as soon as she has had one feed she will depart in a like manner, taking her new "slave" with her.

In regard to spells of detection being cast upon her. She is immune to such while in her chambers as the incredible good force holding her there covers her alignment. As soon as she leaves those chambers such spells will show she is most definitely, "not very nice". ie: Chaotic Evil. If the party discover her true intent at any time during the journey she will attack with escape in the front of her mind. Note that she cannot teleport while in the forest.

4> The Sequel.

There will be a sequel in the third issue of AUSTRALIAN REALMS. Due to space considerations the tale of how Irelva was imprisoned by the forces of good shall be told there. Following is a summary of the characters underlying this scenario:

Irelva - wife of Tharackian, the Death Knight. She is a vampire and has been imprisoned by the woods enchantment.

Tharackian - the Death Knight. Called the despoiler by the Hama-Dryad. He does not make an appearance in this scenario.

Hama-Dryad (Cirena) - guardian of the woods enchantment. She is being killed as her tree is being poisoned.

Talvid - the second in command to Tharackian (not including Irelva).

INSIDE

1. There are three cavaliers; eighteen skeletons and one Anti-Paladin here. As soon as the party rounds the corners, be it north or south, they will gain the Anti-Paladins attention. If the battle goes badly and cavalier #2 is still alive he will yell "The gem is upstairs and..." He then dies from chronic 'lightning bolts from thin air' syndrome. Irelva telepathically communicates with the senior remaining follower. He shouts, "Kill the Prisoner!" Then he runs toward the stairs (and up if still alive). The others will remain to screen his escape.

MONSTERS:

Anti-Paladin* {Sir Boreshal}{AC - 1;MV 9";hp 37;#AT 3/2;Dmg 9-16;AL NE;Note: +2 Sword, 18 OO strength.

Cavaliers* {1,2 & 3}{AC 0;MV 9";Levels 5th,6th,4th;hps 49,62,29;#AT 3/2,3/2,2/1;Dmg 3-11,5-13,3-11;AL CE,CE,NE.

• Continued next page.

The White Rose

• From previous page.

2. This is the entrance guardroom. It is currently empty. A silver necklace worth 500gp has been dropped on the floor. It has a sprig of garlic tied to its pendant.

3. Here is a banshee. It will only attack those entering through door. If entry has been gained elsewhere it will assume the characters are guests (They don't know this. Therefore if they attack it the Banshee will be sure to return the attack).

MONSTER: see Groaning Spirit in Monster Manual I.(hps 60)

4. Read the following:

Stairs cascade towards you, formed from pure marble. After a fair distance they appear to come to a landing and continue beyond. A barely audible sobbing can be heard from above.

5. Read this:

You see a square landing with grotesque statues standing solemnly, one at each corner. The stairs continue beyond them. The sobbing is notably louder now. Between the second pair of statues lays the form of a dead knight. The one you were chasing.

Any character who passes the second pair of statues without jumping will set off a magical trap if they fail to save vs spells (do not inform them of this). If they set off the trap then all characters within the landing must save vs spells again. Failure means take 2-20 damage, success halves the damage. The character who set it off does not get a saving throw. If the trap is set off read this:

Without warning huge sparks of blue energy furiously traverse the gap between the statues. You all dive for the floor to avoid the deadly streaks. Not all of you are so swift unfortunately.

6. This room is the main living quarters for the knights. When the party arrives they will just see a man fleeing up a circular staircase. He is Talvid and is doing as Irelva has instructed. If the party follows read this description:

You now stand upon a flat section of the tallest boulder. A man in full

plate stands on a stone in the centre of a slow moving flow of sludge. You see it oozing from a small hole forty feet to your right. There are other stones about him and he beckons to you to attack him on his precipice overlooking the pool below.

MONSTER:

Anti-Paladin* {Sir Talvin}{AC - 5;MV 9";hp 91;#AT 5/2; Dmg 10-17;AL CE; +3 hit sword, +2 hit strength, +2 hit cavalier with broadsword).

If he is engaged use the following rules. For each hit a dexterity check must be made. Failure means the stepping stone has shifted. Another dexterity check must then be made. If that is failed then the character has fallen over the edge. The fall does no damage as it is completely absorbed by the sludge. The sludge itself, however...now there's a different story. Sir Talvin has a dex of 17, if he goes over he will drop his shield first, it is +2.

The sobbing comes from the room north of these quarters.

7. Read the following:

You enter a quietly lit room with a small pool of sludge forming a ring around a comely woman in rags. She looks up as you enter and her face brightens, "Kind sirs. Thankyou for my deliverance before the sacrifice." Her cheeks are tear stained and her ragged condition belies a beauty beneath.

For what happens next read special note 3. The twist is that she is THE GEM. That is, the Death Knight calls her his GEM.

Her Stats are:

MONSTER:

Vampiress* {Lady Irelva/Elidia}
(AC -3;MV 12"/18";HD 8+3;hp 55;
#AT 1;Dmg 5-10;SA & SD See
below;AL CE/LG)

First. Her standard special abilities are: energy drain(2 levels)

charm

hit only by magic weapons

regenerates 3 hp/round

gaseous form

Immune sleep/hold/charm
Immune paralysation/poison
1/2 damage against cold spells
and electricity spells.

See MM page 99 for further specifics. She is a 9th level MU. Her spells in memory follow:

1st: Push; Shocking Grasp; Prot fm Good; Magic Missile

2nd: Darkness 15' rad; ESP; Obscure Align

3rd: Lightning Bolt(*2); Fly

4th: Confusion; Polymorph Other

5th: Teleport

Her spellbook contains the above plus an additional 7(1st);7(2nd);5(3rd);

2(4th);2(5th). These are open for DM developement. Note: When the party meets her she will have previously cast 1 Lightning Bolt.

Her Magic Items are:

+3 Short Sword(NSA); +2 Ring Prot; +2 Cloak of Prot; Crystal Orb-as crystal ball with ESP. It is much better though because: the ESP is two way(Ie: telepathy).

Any Spell can be cast through it. Caster must make a saving throw. If fails with a "1" the spell affects them as well.

Reward for the party will be in the "sequel". (Issue 3).

Reward clever play. Punish stupidity.

Or as the venerable Writer is inclined to say: Elas Intoras Illuminus (Alas those who are careless). The Orb also protects her from sunlight.

On The Path (ID 10)

1. 2 - 12 wolves.
2. 1 - 3 Centaurs.
3. 1 Blackwillow.
4. 2 - 8 Wargs.
5. 2 - 20 Deer.
6. 2 - 8 Brown Bears.
7. 1 - 12 Wild Boar.
8. 2 Dryads.
9. 1 - 8 Squirrels.
10. Undeath Minion.

On The Path (ID 10)

1. 1 Vampire.
2. 1 Hangman Tree.
3. 1 - 10 Ogres.
4. 1 Undeath Minion.
5. 2 - 8 Shadows.
6. Werewolf & 2 - 12 Wolves.
7. 2 - 20 Worgs.
8. Green Dragon.
9. 2 - 8 Deer.
10. Green Hay.



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News



The Forgotten Realms boxed set of Kara Tur (the world of Oriental Adventures) is expected to be released soon. If it is as packed and as well written as the original Forgotten Realms there will no doubt be lots of pleased adventurers out there.

* * *

Rumours abound of the Citadel Miniatures mail order perhaps being a bit shonky. If anyone else has had problems (or success) can they please write to us. We stress that this may be the exception that the editors mail order hasn't returned yet (six months after it was ordered).

* * *

SAGA in Perth has been named as one of Planar Games playtesting grounds (officially). Why not ? They have been playtesting the boardgame CENTREPOINT-BARTER for the past month.

* * *

Gary Gygax has released his first roleplaying game after leaving TSR. The game called "Cyborg Commando" is a near future science fiction roleplaying game. It is already supported by three novels and modules, written by Kim Mohan (ex-editor of Dragon) and Frank Mentzer (he wrote the revised six sets of D&D).

* * *

The Playtest of Planar Games CENTREPOINT-BARTER boardgame continues with positive comments, thanks to all the play testers at SAGA.

* * *

Downtime magazine's first issue will be available in July, it will cover all aspects of the role playing hobby, including movie reviews and articles on computers.

* * *

The proof of how strong the AD&D game is, was released by estimated figures suggesting that thirty six Players Handbooks are sold around Australia every week (for the past six months).

The AD&D character sheets released by Planar Games have a small error, this being the release date of the REBELLION RPG. A representative of the CJS design team has informed us that the game is going through further playtesting and the graphics are being finalised. This all adds up to a later date of release, with REBELLION will be released a module which is rumoured to retail for under \$10.00 and following the module will be an expansion supplement for fronts and other insurgent organizations. This will all be followed by monthly releases, including the incredible sourcebook of background.

* * *

EXTRAEXTRAEXTRAEXTRAEXTRAEXT
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Magazine pleas for artists and writers !

Yes! we want your articles, and your art and we want it now!

We will pay for the privilege (if were going to publish it).

Crime File

- Low Powered Champions

Crime file will be a regular column covering Champions and Superhero gaming in general. This week, Mr S.H.A.D.E, a veteran of the Perth Crime-fighting scene, discusses playing Champions with low budget characters.

By M. J. Wilson

WHEN you've been in the superhero business as long as I have, there comes a time when even the power of Superman palls after a while, wiping out entire teams of superbeings becomes second nature, and all those irritating disadvantages have been bought off with experience.... so what is left for the role-player who has done it all?

At the end of last year, I read some amazing books called the Wild Card series. The books were anthologies describing the emergence of Superheroes after an alien biological epidemic, and the effects they had on their society.

About halfway through the books, I realised that they would form an excellent background for a superhero campaign.

Well, that campaign never really got off the ground, due to a lack of time, and sufficiently interested players, but all the groundwork has been done, and I expect that one day I'll dust it off and run it.

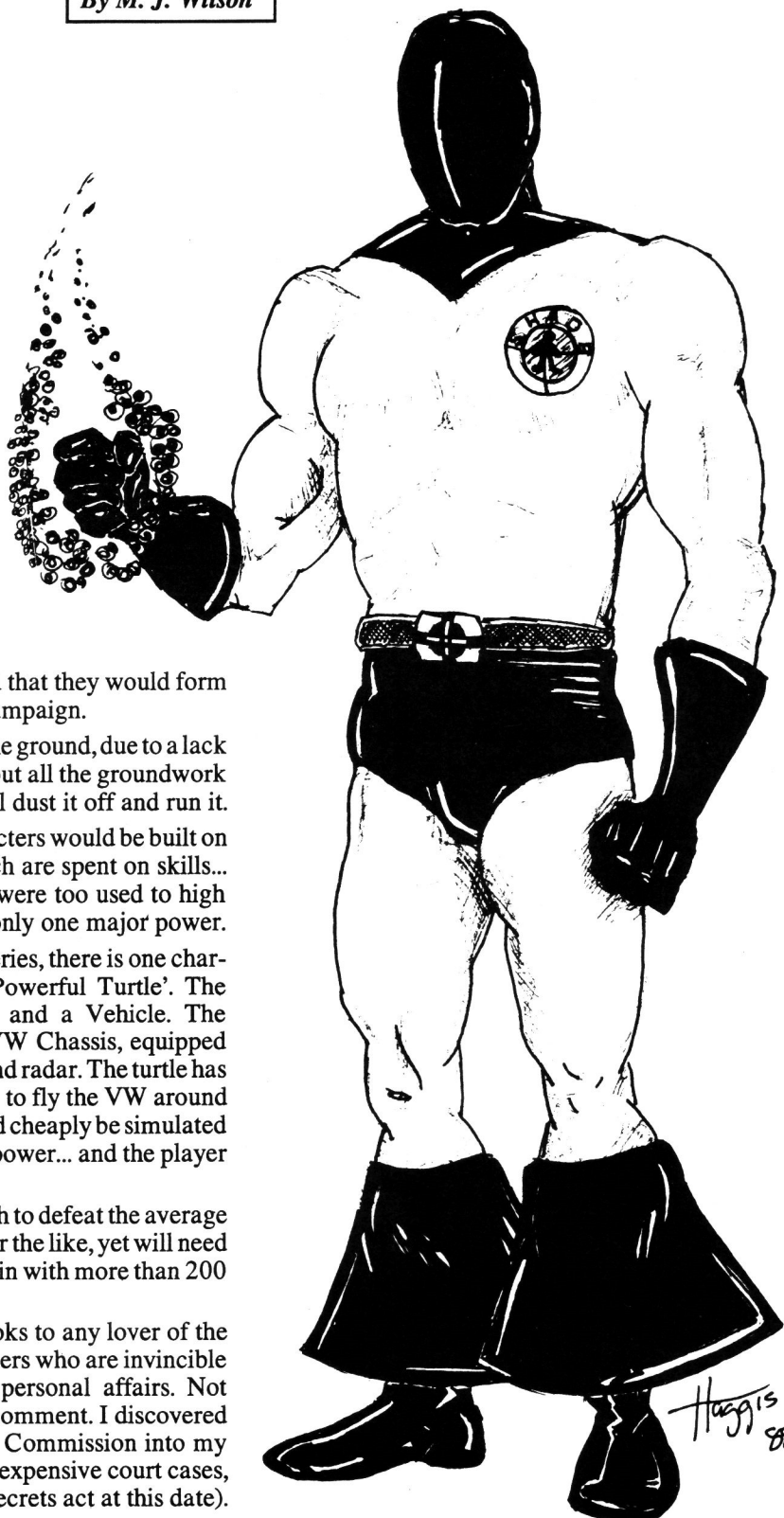
The basis of the campaign was that characters would be built on 150 points only, at least fifty points of which are spent on skills... well it didn't really work since the players were too used to high power characters to restrict themselves to only one major power.

To use an example from the Wild Card series, there is one character who titles himself 'The Great and Powerful Turtle'. The Turtle has only two powers: Telekinesis, and a Vehicle. The Vehicle points are spent on an armoured VW Chassis, equipped with a spotlight, TV cameras and a police band radar. The turtle has a sufficiently powerful TK ability to be able to fly the VW around and still use his abilities in combat. This could cheaply be simulated by putting the powers into a two slot Multi power... and the player still has points left to invest in skills.

Such a character is easily powerful enough to defeat the average street gang, unless they have machine guns or the like, yet will need to team up to defeat major villains (any villain with more than 200 points is considered major.)

I heartily recommend the Wild Card books to any lover of the Genre, and especially to Gamemasters. Players who are invincible in combat, frequently have really dodgy personal affairs. Not illegal you understand, just open to public comment. I discovered this to my cost, with the advent of a Royal Commission into my work for the army and the subsequent, very expensive court cases, (most of which are covered by the official secrets act at this date).

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Another possible avenue for the frustrated referee would be the Marvel New Universe series, which features many low powered superheroes, and looks like being a fun place to adventure.

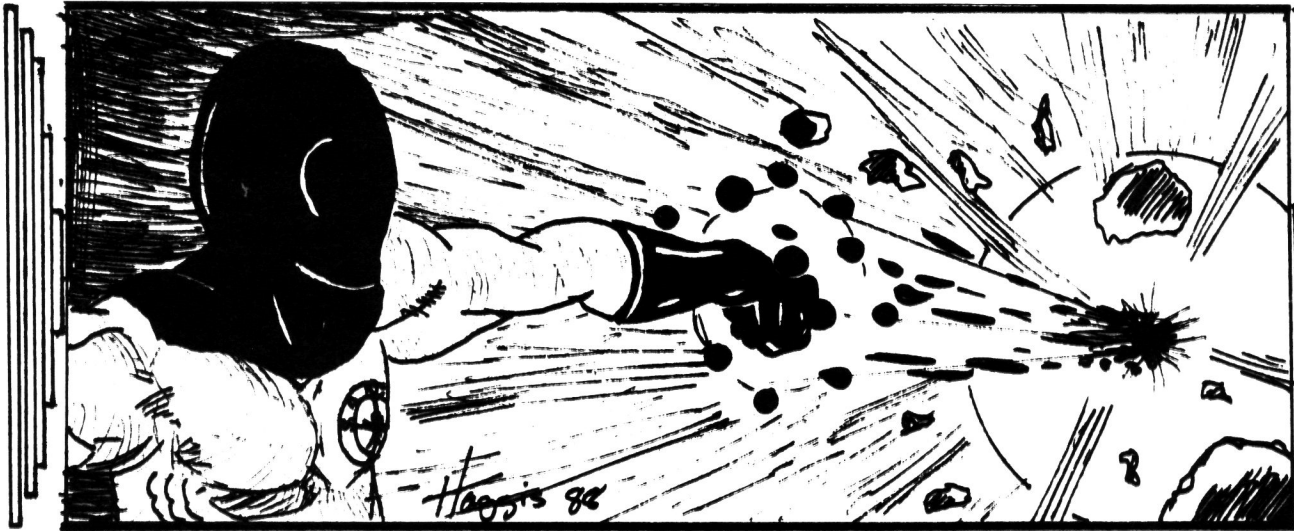
Coming soon, an exclusive interview with The Mighty Mongoose, who will shortly embark on adventures within the New Universe, on Business concerns in Champions, and adventuring in the Twilight Zone between Good and Bad Guys.

Finally, a word about Role-Playing and Rule Playing. I come from a universe where Role Playing is of the essence. Many of the formulae used to generate S.H.A.D.E probably

would not stand up to ruthless mathematical analysis, (in fact I suspect that Champions characters frequently enter the realms of Quantum Hyper-mathematics).

But in our universe this matters not, because even the Villains suffer from the same problems, and indeed this is half the fun of the game. A Champions game where new characters are chewed up within five seconds of entering combat will not last very long at all.

It doesn't matter if you are using every rule in the book, if you are not enjoying the game, you are wasting your time.



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LETTERS

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Magick Research!



By M.C. Hendley

This would have to be the worst area of the AD&D game since the invention of fluorescent green. If you think the previous statement somewhat illogical you would be close. The magic item research rules are indeed the greatest collection of #@%\$#\$#@*&+&@ ever.

Phew! Now that I have that out of my system perhaps I can do a bit of work and create a sensible system as a replacement. Keep in mind that this could be prone to spelling errors. The factors here being; a) it is 3.35 am. b) it is my birthday. c) it is the 13th {BLACK FRIDAY} and d) in my momentary lapse of reason I've taught my Amiga computer the art of bending at right angles.

Well. Into the void we go. As stated in the DMG on page 116 the researcher in question must be of name level. That is 11th Wizard or 12th Illusionist.

This article is intended primarily for the Class Magic User and its Sub-class Illusionist. Feel free to modify it for use with clerics etc.

That is all I will use from that system of creation. Now for the changes.

Determine the XP cost and the GP cost of the item the player wishes to create. If you have difficulty with this a perusal of the tables in the DMG and in UA should give you an idea of these values. (Or indeed the exact figure if the item being created is not unique).

If the researcher does not have a library of at least 6th (5th for Illusionist) level then halve the cost. If they do have such a library then quarter the cost. For details on building the library see Spell Research on page 115 of the DMG. This gives the base cost.

Next divide the XP total by the researchers level. For every 200 points of the new total the base research time (1-6 weeks) will increase by 1 month. eg: A 'Staff of the Magi' created by a 13th level Wizard would

take 7 months of work (rolling a 5 on the d6). For every month of research the project costs 20% of the base cost. Also every month of research will require one major component. These components should be determined by the DM and obtained by the researcher via adventuring before the project can be begun. These should not be IMPOSSIBLE QUESTS! At least one of them must be the services of a craftsman to create the item. He must be sought as he must be excellent at his craft. Payment is assumed in the base price above.

Divide the XP total by the researchers level again. Then divide that figure by 500. This figure I shall refer

to as A in the equation below. The use this equation:

Chance of Success = 100 divided by $(2 * A)$

At the end of the research period roll for success. Less than or equal to the Chance of Success on percentile dice (d100) indicates success.

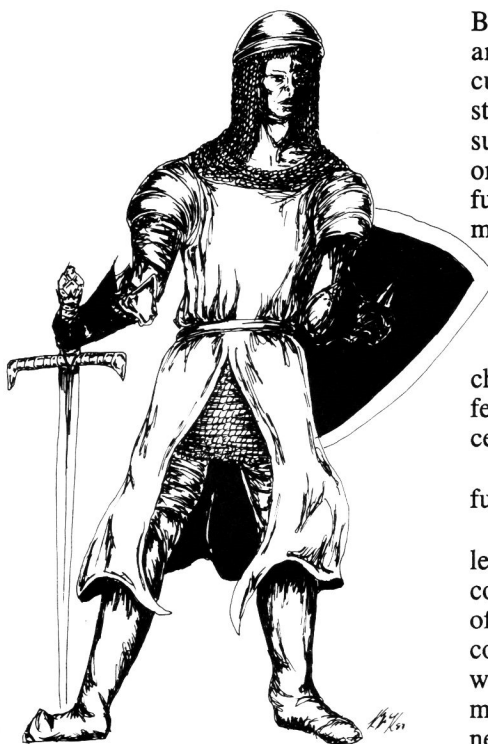
If the researcher fails he/she may try again after a month of no research (for that item). For every successive attempt after the first speed the research time by 10% (to minimum of 50%) and double the chance of success (to maximum of 95%).

I await any comment but be warned I bruise easily and as noted elsewhere in this publication WE know where you live... Goodnight!



A Cavalier Attitude

by M. J. Wilson and G. Robinson



The Cavalier and the Barbarian are among the most disliked of all AD&D Character classes. GM's forbid them in their campaigns, experienced players kill neophyte barbarians on sight. Are these character classes really as bad as they are often seen to be? In this article, we will examine in depth this author's perceptions of these classes, starting with the Barbarian...

"The battle hardened adventurer stalked into the bar. All heads turned to regard the stranger, dressed only in a loincloth, cunningly draped to hide only a few of the rippling muscles covering his entire body.

A Two handed Sword, obviously well used is slung across his back, wrapped in an animal skin, badly cured and foul smelling. Finally the watchers took in the pin sized head sitting atop the broad shoulders, and realised that it was only a barbarian..."

This is a very common misconception of the barbarian. The idiot from the backwoods is not what the barbarian was originally conceived as. Let us take the Viking as an example, or the American Indian.

Both races were seen as being barbarians by others, yet were remarkably cultured. The Viking culture was so strong that significant elements have survived up until the present day. The only reason the barbarian smells funny is because he lives in the field most of the time.

So in our view, the dumb barbarian is only a negative reaction caused by bad role-playing. Players taking the time to research their character will find a completely different character to their initial conception.

"But Barbarians are so Powerful...!"

Who said that? It is true that a first level barbarian is powerful when compared to other player characters of the same level. This initial power is compensated for in many different ways, the most obvious being the massive number of experience points needed for level increase.

An incredible 6,001 experience points are required for the average barbarian to reach second level, while the average Fighter only needs 2,001. A fighter with the same amount of experience would be third level already... Given the choice between a third level Fighter or a first level Barbarian, which would you take? The average fighter will have 25 hit points to the barbarian's 15, plus the fighter will have a much better chance of hitting any given opponent.

When the barbarian finally does break the first level barrier, he is still not allowed to use magic items, associate with magic users or clerics until a much higher level. Coupled with his intense distrust of magic, which may cause him to destroy items, and skewer magic users, this makes him very unattractive to the player with a wish to live...

To the persistent player, with a brain and the will to live, however, the Barbarian can be made into a lean mean killing machine. This is the type of Barbarian that referees love to hate. A Character like this can be truly awesome, but the plain truth is that very few of these 'Thrud' lookalikes will make it past the first few levels.



The Cavalier is another common synonym for violent death in the AD&D world. Mounted on his glossy charger, he chops a swathe of destruction through the forces of evil pausing only to wipe the sweat from his noble brow, often kept going by the strength of his convictions long after normal men would have faltered, and died... All the above is true (Well most of it anyway...), but the detractors of this class usually fail to mention the bad points of being a cavalier.

Most players have no idea how painful it is always having to go for the most powerful opponent in battle, never being able to forget the code of chivalry or be able to back down from a challenge and having to spend all your hard won money on horses, armour, castles and the poor.

The basic point of all these things, is that the Cavalier is a very nasty piece of work if you are an Orc in a dark alley, but given a competent Dungeon Master, the hapless Cavalier will be kept far too busy rescuing princesses, killing fire-breathing dragons and so on to have any real

• Continued next page.

• *From previous page.*

unbalancing effect on the game. Even the littlest first level cavalier still has to take on the biggest, nastiest opponent on the battlefield.

Furthermore, all those camp followers, men at arms, squires and such can be a real drag. From my own experience playing 'Pendragon' all these people have very large mouths and tend to put their feet right into them. The creative referee can have all sorts of fun watching their master sort out all the mess.

The whole point of this article is to specify something that a lot of people don't seem to know, that is what exactly they mean by "unbalancing effect". If you think that being able to kill orcs without breaking wind, then the Barbarian and Cavalier do have this ability, but this is a characteristic of the class. The survival of the rest of the party to higher levels will redress the balance within a short while.

When it comes to the crunch, the disadvantages of these classes more than offset their initial power, in my view at least.

But as always, the DM should always exercise his discretion as to whether a player should be allowed to play the character that he wants...in the end it all comes down to whether you can handle it.



Posters of this issues cover will be available in the near future



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Vostok 3

A science fiction experience by Antony Bright.



The vidiphone belched it's intolerable message to those who would listen. Before it could deliver it's second message, a large, six fingered hand slotted the access key into the niche near the visual unit. A split second later there was the customary kaleidoscope of colour on the screen before the image of Bogar Thaar, drug boss and inter-stellar croquet promoter (and rumour had it, owner of a large white rabbit farm) materialized.

The viewer, incidentally, was one Krin Nn. In fact, he chose to be called Krin Nn, Agent 3rd class, as was his title in the political front to which he proudly belonged. The front was totally anti-government, no matter what government. A Nasian by birth, not by choice. Krin Nn, Agent 3rd class, hated his race. Nasians had a strong ancestral link to Earth, and Krin Nn, hated that too.

Most of all though, Krin Nn, Agent 3rd class hated the albinism trait that occurred in a large proportion of Nasians. For this reason he wore, from head to foot (and all bits in between) black.

Black was the colour of his mood, his nature, his best friend, Rupert the three legged dog next door, and black was also the colour of his matching travelling luggage.

A polite cough from the audio section of the vidiphone (as polite as a drug boss can be, that is) alerted Krin Nn, Agent 3rd class, to the task at hand. "Forgive me, Senator Thaar," He mumbled, "please continue." So he did.

"You already have the information from my associates, all I need to tell you is : three O'clock, floor twenty one." A pause, as Krin Nn, Agent 3rd class locked that in his mind. Then, "You do not know me, from now on." The screen erupted in a maze of Bogar Thaar's features being slurred across the screen as the vidiphone connection was ceased at his end.

That was it. The final piece that Krin Nn, Agent 3rd class, needed to do his sworn duty, and to be paid a princely sum. Ever since Bogar Thaar's company had hired him to "take out" a prominent State official, he had been waiting, no, agonising, for the location of the "job". Now he had it, and, so to speak, she had had it.

Large red luminous digits on Krin Nn, Agent 3rd class's com watch informed him the time was 2.04pm. He had just over thirty minutes to climb nineteen floors of steps (he could not risk being identified at the twenty first floor from the elevator), and to execute the executive's execution. he took the necessary time he needed to conceal his auto-ion rifle within his clothing, and his near glowing pink eyes behind his sunglasses, black of course.

As always, Krin Nn, Agent 3rd class, felt hunger pains stabbing through his abdomen. This was a common occurrence before any major contract, and he liked it. Anyway, he could do nothing to remedy the situation as his apartment refrigerator unit was malfunctioning. Krin Nn, Agent 3rd class, had previously smashed the little light inside the refrigerator because it was too

• *Continued next page.*



• From previous page

white. That's the kind of guy he was. The sort of guy who joined the political front on his home planet, and had worked himself up to Agent 3rd class, just two away from 1st class, which meant top salary, top equipment and top bunk at H.Q. sleeping quarters.

Then, it hit him with a jolt. Promotion! Krin Nn, Agent 3rd class had an appointment with a first class agent (he knew not who as front policy insists) to receive his official promotion to Agent 2nd class, in twenty minutes time. Oh well, that could wait. The com watch showed 2:16pm as Krin Nn, Agent 3rd class, (soon to be agent 2nd class) left his apartment, ignoring the vidiphones new urgent messages.

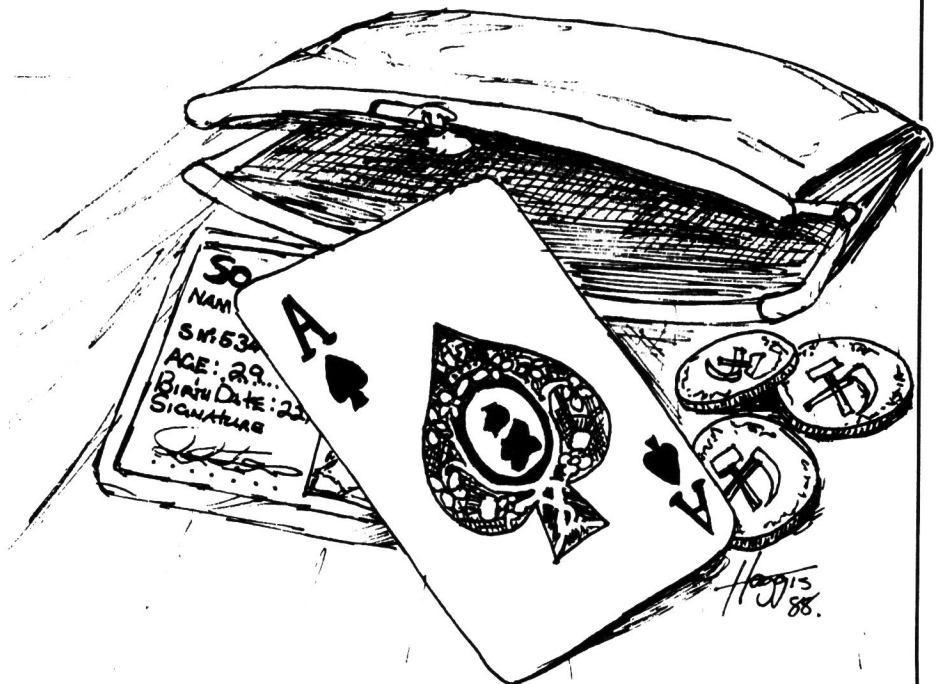
Exactly twenty seven minutes later Krin Nn, Agent 3rd class, emerged from the stair well. The narrow corridor was deserted. "All the civil servants had knocked off an hour early, as usual." Krin Nn, Agent 3rd class, shrugged, "All, that is, but one." He moved noiselessly towards that one door, number twenty one, fifty three, and knocked twice, two sharp knocks that signalled the end to those within the office.

Krin Nn, Agent 3rd class, responded to the muffled request to enter, to find a small albinoid female staring at him. "Good" thought Krin Nn, Agent 3rd class, "It will be easier killing one of my own kind." The figure behind the pseudo-pine table did not seem surprised that Krin Nn, Agent 3rd class, was standing menacingly in front of her. In fact, she motioned for him to seat himself, a smile flirted on her lips. Krin Nn, Agent 3rd class, responded to this by

neatly, placing two shots from his auto-ion rifle into her skull.

"Thankyou." Said Krin Nn, Agent 3rd class, as he searched the corpse for identification (he always liked to know who he'd just liquidated, kept things more personal that way). Having found what he wanted Krin Nn, Agent 3rd class, left through a network of adjoining offices, service corridors and stair wells, not stopping until he reached his own room. There he pulled out the wallet and searched it, he found various cards: credit cards, Alcoholics Anonymous cards, assorted pornographic cards, library cards, and a playing card, the Ace of Spades.

Oddly enough, it was this last card that made Krin Nn, Agent 3rd class, stop and undergo minor palpitations. You see, the Ace of Spades was the card carried by his political front's founding member, leader and promotions officer.



Monster Gallery



THE GWIA

By Andrew Johnstone

Number: 2-8

Armour: 5

Move: 8"

H.D: 2+1

% Lair: 0%

Treasure: 1-8gp

Attacks: 2

Dmg: 1-6, 1-6, or weapon

M.R: Standard

IN: average-very

AL: C.N.(evil)

Size: S (5'tall)

X.P: 25

Notes:

Specialised illusion capability.

Originally Goblins of an insignificant tribe who had displeased their warlord (running away from an important battle), they were given to a dark elven mage for experimentation.

The mage was attempting to create a superior soldier at the behest of her patron god. After decades of magical manipulation, she an-

nounced the completion of her experiments. The result was an accentuated version of Goblins, having a specialised illusion capability. This ability allows them to transform

into a form indistinguishable from high elves for a limited time (5-10 rounds) giving them an advantage in battle, confusing opponents. Their reflexes and natural weaponry were also magically enhanced, making them superior in weapon-skills.

Having great plans for her new creations the mage planned to use them to massacre a human village, blaming it on the elves they would resemble. Unfortunately for the mage the transformed Goblins had even less loyalty than before and no longer needed to be as fearful of their masters. Because of this, and their quick escape, the Gwia now live scattered and independent, not wishing to be the pawns of evil (or good).

A backwood clan of Halflings are the butt of a rather cruel joke by a minor godling (patron of small wickedness). Noticing their variety of form (which they considered perfect), he focused all his energy into a profoundly wicked spell, transforming the Halflings outer form to that of a Goblin. While the energy involved in casting the spell extinguished the godling, the spell was permanent. The transformed Halflings children looked as repulsive as their parents.

The Halflings were driven out of their home, hunted by their neighbours who branded them "murderers". Most still wander, calling themselves Snilbog's, refusing to live as goblins, yet unable to live as they wish.

Often mistaken for Goblins, they are picked on by other races. Thus they are secretive and attempt to move as unobtrusively as possible, bringing the celebrated Halfling gift for silence to even new heights.

SNILBOGS

By Andrew Johnstone

Number: 5-20

Armour: 7

Move: 9"

H.D: 1-6hp

% Lair: 30%

Treasure: K,B

Attacks: 1

Dmg: 1-6, or weapon

M.R: +4 levels to save

In: Average

Al: L.G

Size: S (3'tall)

X.P: 5

Notes:

+3 to hit with bow or sling.



UNDEATH MINION

By M.C. Hendley

Number: 1(1-2 at night)

Armour: 0

Move: 12"

Hit Dice: 8+1

%lair: 60

Treasure: X,I

Attacks: 3

Dmg: 1-8/1-8/2-12

MR: Standard

IN: Very High

AL: NE

Size: See below

XP: Variable

Notes: See below

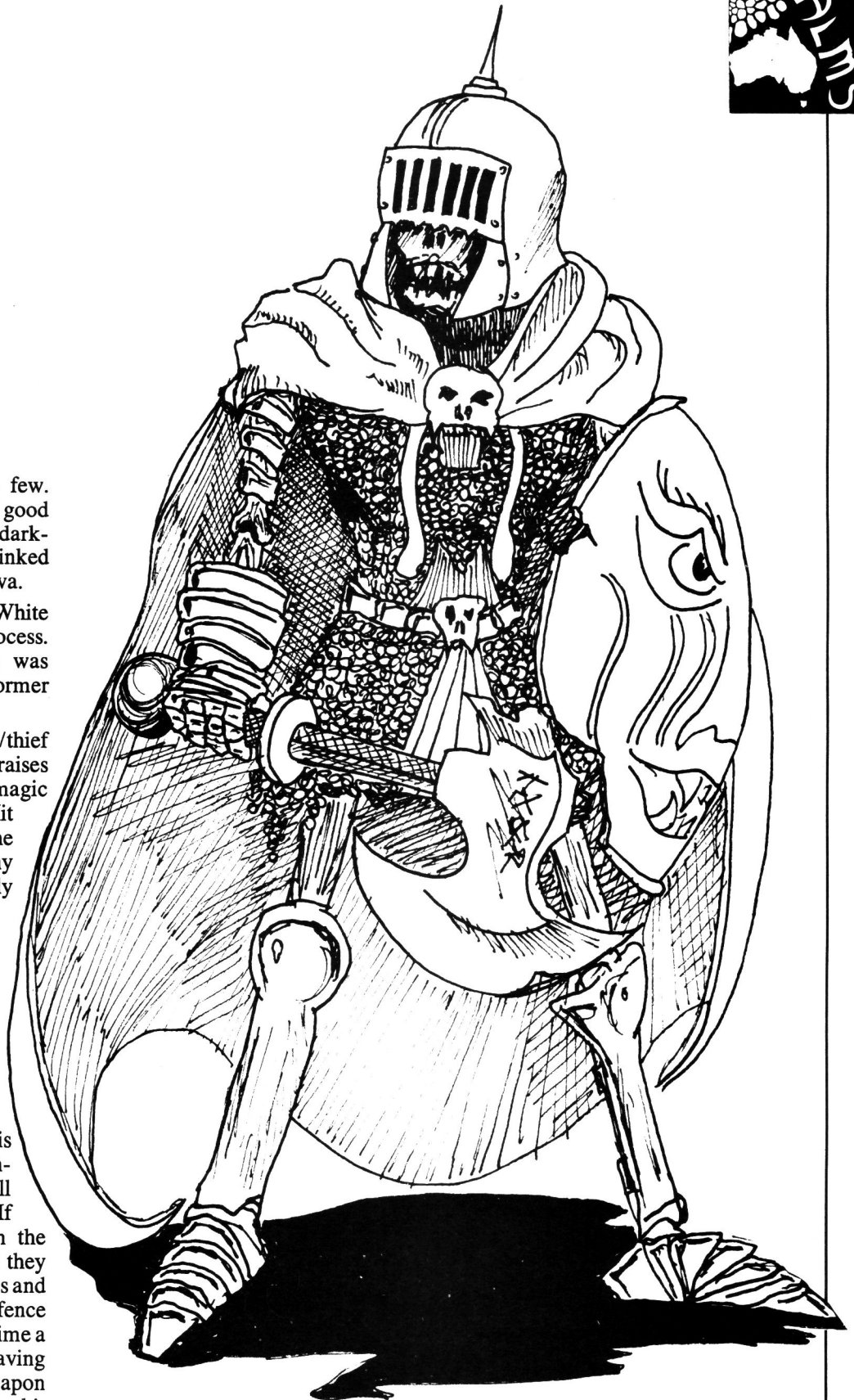
The Undeath Minions are few. Hunted down by the forces of good their numbers only thrive in the darkest of forests. Their creation is linked to the Death Knight's wife Irelva.

Refer to the scenario, 'The White Rose', for the details of this process. Because an Undeath Minion was once living it retains all of its former abilities.

That is an elven magic user/thief who becomes infected and then raises as a Minion is still an elven magic user/thief. Merely replace the Hit Dice and Damage Stats. The Creature cannot progress any further in a profession. It merely retains the abilities it had in its life. The Special Attacks of an Undeath Minion are: Any successful bite(the 2-12) emits a foul acidic poison.

The target must save vs poison. If they succeed they take only half damage. If they fail they take full damage. They damage from this poison is 4-24. When combat is first entered into with the creature all characters must save vs poison. If they fail the foul stench from the beast will overcome them and they must add 4 to their Armour Class and hit at -4. It also has a special defence centred around its blood. Each time a weapon strikes the creature a saving throw must be made for the weapon in question. If the weapon is metal it requires a 7.

If it is wood it requires a 9. Treat only the weapon part that struck. Any magical bonus is added to the roll.



A Totally New concept — *Roleplaying*

By C. Taber

No doubt you've seen lots of articles on how to roleplay, or how to get more from roleplaying and perhaps some on how you should roleplay. All the types of articles I've read on this topic have been the opinions of others, what you are about to read we've deduced from watching people roleplay. I believe it has more merit than just one persons opinion

As far as I'm concerned I've been roleplaying for over six years, and I've tried different sorts of games. The enjoyment of the game, no matter how bad the mechanics are, depends on the referee and the players. It depends on the referees ability to adapt to any situation, his story telling abilities as well as the amount of variety in the game. But to say it is the referee's responsibility to see to it that the game is enjoyed is wrong. The interaction between the referee and players is also of prime importance. It is no good for the referee to prance around using funny voices and acting out the funny old eccentric wizard, if the players are going to just say "Go away". The players should interact with the referee, after all this is a roleplaying game. What you are doing is playing out a story which has already been fixed in the referees mind. If you are a cavalier, you should play a courteous knight, of unblemished character. If you are an evil wizard, your not really going to care what anyone else thinks, your going to just want to get more spells and more power.

This brings me to another point, this being that roleplaying evil characters is a "silly" concept. My reasoning behind this is that who wants to roleplay an evil character anyway, besides the inconvenience of being barred from most towns etc. It is a lot harder, and a lot more rewarding to roleplay a neutral or even a good character. Not to mention the logic clash if you are on evil's side, in a campaign aimed at domination of a world. For if you win, and everything submits, wilts and dies, what are you going to do? you just messed up a



perfectly balanced world, rather selfish really wasn't it!

Lets face it, roleplaying consists of endless cycles of changing styles, it is this variety that makes roleplaying interesting. When you create a character you should give it an entirely unique character, all of it's own. The personality should also be flexible so that it can be maintained when you are going to roleplay but don't really feel enthusiastic about it.

Roleplaying is based on war-gaming, it was what came about

when a couple of guys in Lake Geneva toned down the size of their armies to only a soldier each, thus individualizing their soldier. Therefore when you create a character you should individualize your own, strengthening the roleplaying aspect of what we call "roleplaying" which far too often transforms into a dungeon bash.

Anyone who is reading this article, and finding it rather new to them, should try it. You will probably find it quite rewarding.

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EXPERIENCE WANTED

By C. Taber

On the tail of the previous article, is this. Not quite a new experience point system, but not quite part of the previous article.

Over the past few years I've played AD&D in quite a few different groups, and of these ten or so groups only one gave experience points for treasure.

Myself, I don't believe in receiving X.P for treasure, but I do consider myself an extreme case. The reason for this being discovered early last year after playing two months of a wilderness campaign.

I was refereeing our normal group of nine, who had been playing AD&D for the past five years, and I for some reason or other was reminded of the concept of monsters, etc. having treasure. I am not going to say that this is wrong, because it is not. What I am saying is that my group of nine players and I played the first two months of my campaign, no one mentioning or to my knowledge remembering treasure. Each had their small bag of gold, this did get them through the campaign, and I think I could honestly say it was one of the best dozen or so sessions we had had in a while. So we played the campaign, not once did they flinch at not getting treasure, not once did they regret it.

What the main aim of this article is for people to discuss and experiment with how they give out experience points. The above paragraph shows that as long as the players are enjoying their gaming, they are not going to notice what the referee is doing in certain situations. For example, players are not going to notice, or get highly upset if you only give them half of what they deserve, if you have reasons to back up yourself.

According to the DMG experience points are given out for the collection of treasure and the defeating

of opponents. Level advancement is determined by roleplaying. I think that this is wrong, it creates a hack and slash atmosphere.

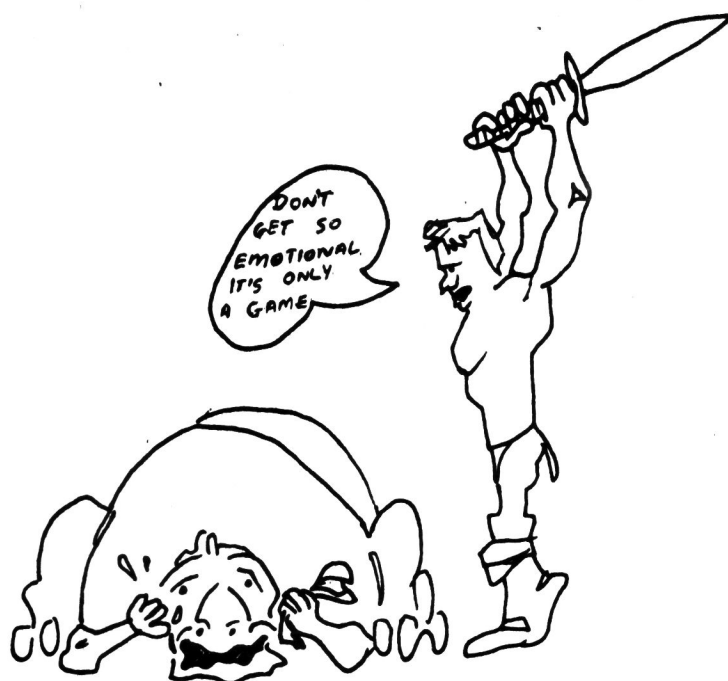
I think a fair system (if your group is into serious roleplaying) is to give points for defeating opponents, but only half of what the books say. The other half that you didn't dish out to them should be put aside, for the

moment. Now think about each individual character, how well did they roleplay. How close did they play to their alignment, class, race and the personality the player had been using in previous sessions. Give the player a percentage score for roleplaying, 100% of course being the best. Then give them the percentage they scored of experience points you put aside earlier.

An example being that my ranger earned according to the DMG 350 XP. But because of a few conflicting actions (according to my alignment and race) my referee scores me a 65% for roleplaying. Instantly the referee awards me half of the 350 XP, which is 175, but of the other half, I only receive 65%, being only 114 XP. Altogether, I receive 283 experience points. Think about it, you may say that's unfair, but then... we are here to roleplay, aren't we?

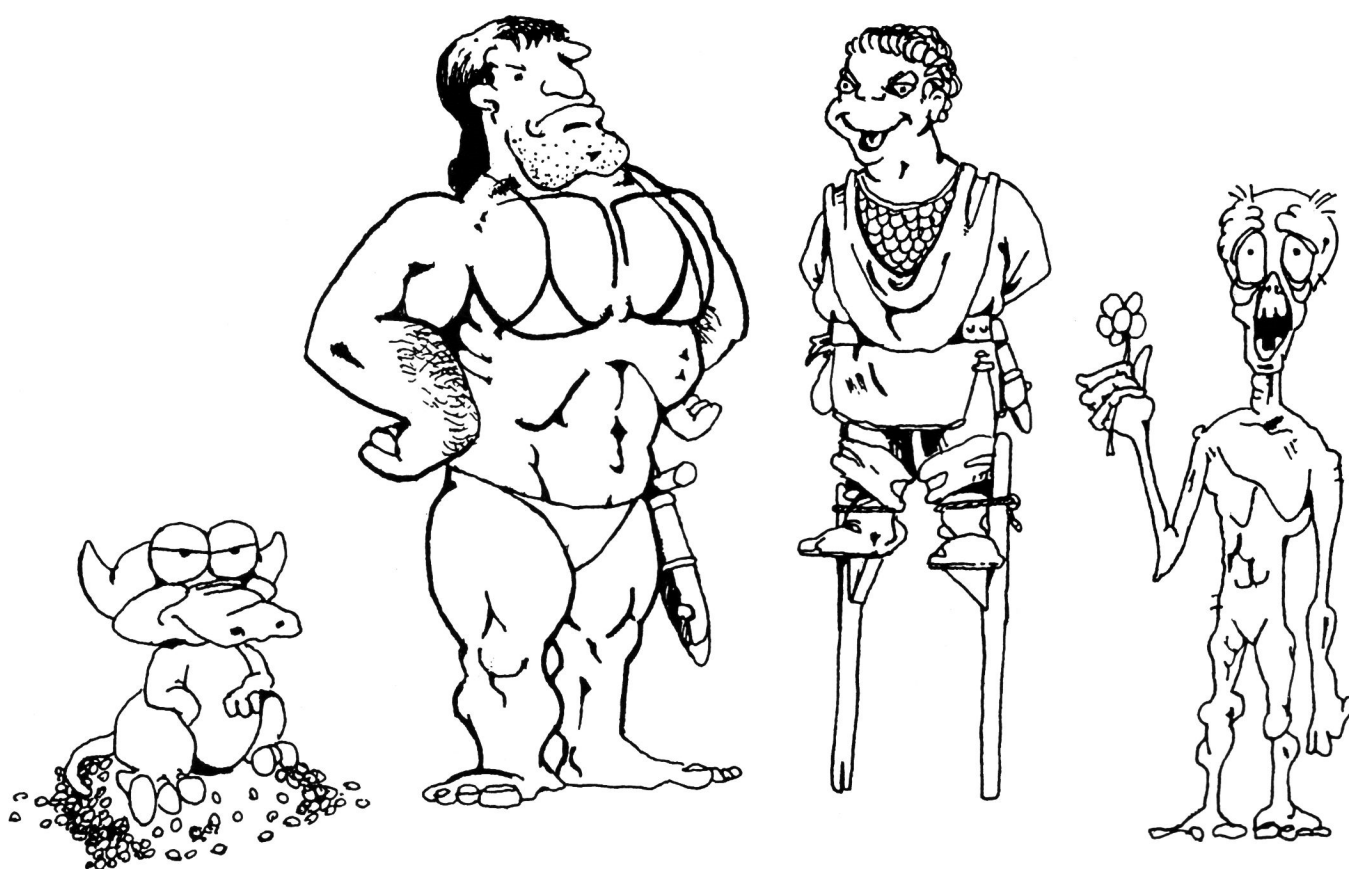


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